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...were reconstructed using a three-dimensional, whole-body kinematic model. The reconstructed kinematic data were reduced prior to...a three-dimensional, whole-body kinematic model. The reconstructed kinematic data were reduced prior to the movement analysis...  
Author(s): *Thomas Robert, Didier Leveque, Michel Fayet, Jean-Pierre Verriest*
2. [2006-01-2328 : Examination of a Collision Detection Algorithm for Predicting Grip Posture of Small to Large Cylindrical Handles](#) 07/04/2006 Paper  
...A 3-dimensional kinematic model for predicting grip posture was...it was shown that the model gave reasonable predictions ( $R^2=0.72$ ). The model predicts MCP (Metacarpophalangeal) and PIP...  
Author(s): *Jaewon Choi, Thomas J. Armstrong*
3. [2003-01-2761 : A New Concept for Occupant Deceleration Control During Vehicle Crashes-Study of the Vehicle Mass Separation Model](#) 10/27/2003 Paper  
...occupant injury in a vehicle collision, an approach was attempted to...deceleration, and constant deceleration. A kinematic model with separated mass of the...  
Author(s): *Yasuki Motozawa, Makoto Tsuruta, Yasushi Kawamura, Junya Noguchi*
4. [932913 : Kinematic and Dynamic Comparison of Double A-Arm and McPherson Strut Suspension Systems](#) 10/01/1993 Paper  
...to determine if the HVOSM accident simulation software could be used to model a vehicle with a modern McPherson strut type front (or rear) suspension...validated for simulation of double A-arm suspensions. To accomplish this task, kinematic models of both the McPherson strut and the double A-arm suspensions...  
Author(s): *John E. Beard, Warren N. Waggenspack, Jr.*
5. [2001-01-1172 : A Systems Modeling Methodology for Evaluation of Vehicle Aggressivity in the Automotive Accident Environment](#) 03/05/2001 Paper  
...proposed, consisting of a statistical model to define the accident environment...vehicle and occupant models for kinematic simulation of crash events. Head...  
Author(s): *Alexandra C. Kuchar*
6. [871991 : An Overview of the Evolution of Computer Assisted Motor Vehicle Accident Reconstruction](#) 10/01/1987 Paper  
...the evolution of computer simulations in vehicle collision and occupant kinematic reconstructions. The basic principles behind these simulations...these programs from a basic analytical mathematical model to a sophisticated computer program are discussed...  
Author(s): *Philip H. Cheng, Michael J. Sens, John F. Wiechel, Dennis A. Guenther*
7. [950174 : The Iowa Driving Simulator: An Implementation and Application Overview](#) 02/01/1995 Paper  
...include experimental studies for the design and use of automated highway systems, usage